

CRUX

UNIVERSAL ROLEPLAYING



ILL GOTTEN GAMES

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WHAT IS CRUX?

CRUX: *Universal Roleplaying* is a roleplaying game system without a world to call home. But that's where you come in! It can be a world of high fantasy, where dragons soar in the skies and wizards cast devastating spells from lofty, impossible towers. It can be an interplanetary adventure, where pioneers take to the stars in seed ships as they search for new territory. It can be a blood curdling tale of horror, wherein daring investigators struggle against the unspeakable terrors lurking in the shadows at the periphery of civilization.

CRUX can be anything you want it to be. It's an engine for generating stories with friends, and we built it as a place to explore our own ideas. If all of this sounds interesting to you, CRUX might be your kind of game system as well. Join us; you're among friends. Read on, dream big, and make it yours.

- Dutchmogul

BUILDING WORLDS

As you'll see, this is a short rules codex and only contains a smattering of elements to give you a launching point for your own creations. In addition to creating new creatures, powers, and technology, you'll want to flesh out your world with currency systems, languages, and other non-rules-specific material that will give your setting a lived-in feeling.

For a deeper point of reference, you can look at full-fledged CRUX-based roleplaying games such as *Coils of Chaos*, *Things Beyond Wonder*, *Kingdoms of Hell*, *Streets of Plasma*, *These Dark Hills*, and many others to come.

If you create a CRUX setting, we highly encourage you to share it. Whether as a free supplement or something you intend to sell, reach out to us via email. We'd love to hear about it!

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CORE RULES

CRUX uses a full standard set of polyhedral dice (d4, d6, d8, d10, d12, and d20). Each player and the game master (GM) should have a set. 2d10 can be rolled as % (or d100).

Every character has a **CRUX die**. This is a single die that is rolled and added to stat values when tests are made. A character will usually have to start with a d4, but will work their way up to better dice as they gain experience. This will cap out at a d10, but the higher dice (d12 and d20) may be used in special circumstances (such as tests made with *advantage*).

Stat scores (attributes combined with skills) are added to die rolls. If the die meets or exceeds the difficulty value (DV) of the test, it succeeds! That DV could be determined by the roll of an opposing character (and in some cases there may be special rules for getting a tie).

SUCCESS MARGIN

When a test is made, hitting the DV is all that is required to succeed. However, the higher the result, the better the outcome. **Success margin** is the value by which a test exceeds a DV and can be used to grant additional rewards or penalties. What this means is up to the GM, but some game effects will hinge on success margin.

AUTO-FAILURE

Unless the GM makes an exception for you, rolling a 1 on your CRUX die is an **automatic failure**.

ADVANTAGE/DISADVANTAGE

Some scenarios might grant the character making the test **advantage** or **disad-**

vantage. For each instance of *advantage*, the CRUX die is increased by one step. For each instance of *disadvantage*, it is reduced by one step.

For example, a character with a d6 CRUX die that has advantage would roll a d8 instead. A second instance of advantage would increase it to a d10.

If *disadvantage* would take a die below d4, the test receives no modifiers from stats. If *advantage* would take a test beyond d20, each instance adds a +2 bonus instead.

CONCERTED EFFORT

Multiple characters could assist one another in the same task. When this is appropriate, one character will make the test. Each additional character pitching in to the same action grants an instance of *advantage* and may cut down the timeframe or number of actions required.

Alternately, you could make a massive difficulty that could only be met by adding multiple characters' rolls together.

UNSKILLED TESTS

Tests will often call for a specific skill. Typically, any character may attempt a test even if they don't possess the skill, testing with the associated attribute value. The GM may reason that certain tests are off-limits. For example, a character without a specialty skill for brain surgery isn't going to be able to test to perform brain surgery. (Well... not with any kind of success, anyway.) But these situations shouldn't be common and it'll ultimately be up to the GM to determine which scenarios require skill scores and which won't.

CHARACTERS

The following section (beginning with *Attributes* and ending with *Advancement*) will detail everything that goes into a CRUX character, along with some suggested methods of creating them.

ATTRIBUTES

Attributes form a foundation for every skill test you will make. These scores are added as a modifier to your CRUX die (usually along with skill scores).

- **BULK (BUL)** is used to determine size, feats of strength, resistance to damage, and ability to deal damage in close combat.
- **VITALITY (VIT)** is used for feats of agility or manual dexterity, attack and defense tests, stamina, and running speed.
- **PRESENCE (PRE)** is used for self-control, attentiveness, and social magnetism.
- **APTITUDE (APT)** is used for ability to reason, think creatively, use and adapt technology, and to retain knowledge.

The following is an example of what scores in these attributes mean in regard to your character:

0	Sub-human ability
1	Below human average
2	Human average
3	Above human average
4	Exceptional human ability
5	Peak-human ability
6+	Superhuman ability

Additional sub-attributes (HP and SPD) are derived from your scores.

- **HEALTH POINTS (HP)** are used to track physical damage, fatigue, and other factors that wear away at a character. Combine all four attribute scores to determine HP.
- **SPEED (SPD)** is used to determine how far a character can move. Combine BUL and VIT scores to determine movement speed.

GENERATING ATTRIBUTES

Here are a few methods for generating your scores:

- Roll four times on the table below, then put the results where you like
- Take the base attributes listed by archetype (see page 14)
- Distribute a pool of nine score points across all four, minimum 1, maximum 5.

D20	
ROLL	SCORE
1—3	1
4—11	2
12—16	3
17—19	4
20	5

However you decide to generate your attribute scores, keep in mind that your *ancestry* (page 7) can raise or lower your scores.

D12	ANCESTRY	BUL	VIT	PRE	APT	TRAITS/SKILL MODIFIERS
1	Android	+0	+2	+0	+2	Acute Sense (all five), Damage Susceptibility (Electricity) 5, Damage Resistance (Cutting/Piercing/Smashing 4, Cold/Heat/Radiation 6), Super-Strength 4, Unliving
2	Beastfolk	+1	+1	+0	-1	HP +2, SPD +2, Natural Weapons d4/Cutting and d6/Smashing), Low-Light Vision, Climbing +2, Alertness +2, Rushing +2, Strength +2
3	Birdfolk	+0	+1	+0	+0	SPD +2, Natural Weapons d4/Cutting, Flight, Acrobatics +1, Alertness +3, Strength +1
4	Ghost*	+0	+0	+2	+0	Flight, Incorporeal, Innate Power (Telekinesis), Unliving
5	Goblin	-2	+1	-1	+0	Innate Power (roll for spell), Low-Light Vision, Alertness +3, Guile +1, Stealth +2
6	Human	+0	+0	+0	+0	Adaptive
7	Insectoid	-1	+2	-2	+0	Extra Limbs 2, Damage Resistance (Cutting/Piercing 3, Smashing 4), Natural Weapons d4/Cutting, Climbing +4
8	Neanderthal	+0	+0	+0	+0	Low-Light Vision, Super-Strength 2, Rushing -2
9	Ogre	+4	-1	+0	-1	SPD -2, Damage Resistance (Cutting/Piercing/Smashing) 4, Hulking, Low-Light Vision, Strength +3
10	Revenant*	+0	-1	+2	+0	Damage Resistance (Cold 5, Piercing 5), Super-Strength 2, Unliving, Diplomacy -2
11	Saurian	+2	+1	-1	-1	Amphibious, Damage Resistance (Cutting/Piercing 2), Natural Weapons d6/Cutting, Endurance -2, Swimming +4
12	Zeta-Reticulan	-1	+0	+0	+2	Alertness +2

* Undead ancestries are assumed to be human, but may be stacked on top of any living being (basically anything but the android or one another).

ANCESTRY

By selecting an *ancestry*, you may modify the attributes, skills, and traits a character has at creation. Any modifiers to attribute and skill scores:

- may take them above five or below one (even into negative values).
- also raise (or lower) the max values for those scores when spending EXP to advance them by that amount.

For example, an Ogre Warrior with a BUL score of 3 will increase their score to 7. Their Strength skill score of 2 is increased to 5 and, when spending EXP to advance the Strength skill, the maximum score is 8 instead of the usual 5.

The list included is short and you should feel encouraged to design some ancestries for your own settings. If you want to roll an ancestry at random, a d10 table has been included in the list.

ANCESTRAL TRAITS

Ancestral traits are generally inherited at birth or acquired as a mutation or magical event.

ACUTE SENSE (ANY) You double your skill score (minus attribute) when testing *Alertness* for a specific sense (sight, hearing, et cetera).

ADAPTIVE Take an additional skill trait or skill (score 2, or roll at random) during character creation.

AMPHIBIOUS You may move at full speed while swimming, and gain advantage to *Swimming* and *Endurance* tests when doing so. You also double your *Endurance* modifier when testing to hold your breath under water.



CAMOUFLAGE You may test *Stealth* to hide while in plain sight.

DAMAGE RESISTANCE (ANY) (X) You reduce all damage of a certain type (*Cold*, *Concussive*, *Corrosive*, *Cutting*, *Electricity*, *Heat*, *Piercing*, *Radiation*, or *Smashing*, et cetera) by +(X). Resistance to Magic or Poison also add (X) to tests made to resist those effects.

DAMAGE SUSCEPTIBILITY (ANY) (X) Whenever you suffer damage of a chosen type (*Cold*, *Concussive*, *Corrosive*, *Cutting*, *Electricity*, *Heat*, *Piercing*, *Radiation*, or *Smashing*) increase it by +(X).

EXTRA LIMBS X You have (X) additional limbs that can be used to wield weapons or operate tools and devices. Using these limbs will grant you a +(X) bonus to tests made to climb or grapple with opponents.

FLIGHT You are able to propel yourself through the air, moving freely in any direction.

INCORPOREAL As an incorporeal being, you:

- are immune to damage from non-*Incorporeal* sources.
- are unable to inflict damage against non-*Incorporeal* subjects via regular attacks.
- may pass freely through solid matter.
- hover just above the ground.

HULKING You double your BUL when calculating HP.

LATERAL PREFERENCE You favor activity with one half of your body/limbs (right or left handedness), and suffer disadvantage to your non-favored side. (Choose or roll d10: 1-9 Right, 10 Left.)

LOW-LIGHT VISION You ignore penalties imposed by darkness provided there is a low level of ambient light (such as moonlight).

NATURAL WEAPONS (dX) You possess natural weapons (fangs, horns, claws, tusks, et cetera) that deal BUL + (dX) damage when using them to make unarmed attacks. Choose a type of damage inflicted as well (*Cutting*, *Piercing*, or *Smashing*) when the trait is recorded.

(If you like, you could list natural weapons as claws, horns, et cetera, and even apply disadvantages and advantages to specific uses (such as grappling or charging).)

SUPER-STRENGTH (X) You gain a +(X) bonus to *Strength*, and half of this (round down) to HP, SPD, all BUL-modified tests, and to the following skills: *Climbing*, *Endurance*, *Leaping*, and *Swimming*.

SWIFT (ANY +X) Choose a mode of movement (land travel, burrowing, climb-

ing, flight, swimming, et cetera). Gain X extra SPD when moving this way.

UNLIVING You are not a living being and:

- are immune to the effects of disease, toxins, fatigue, and suffocation.
- are immune to the *bleeding* and *unconscious* status effects.
- are destroyed when HP are brought below 0.
- are not able to heal damage normally.
- double your total HP score.

SKILLS

Skill scores range from 0 to 5 and are added to their root attribute when making tests that fall under their description.

GENERATING SKILLS

Here are a few methods for generating your scores:

- Roll d4+6 times on the tables below. If you get the same skill, either increase the score by +1 (to a max of 5) or re-roll.
- Take the base skills listed by archetype (see page 14)
- Distribute a pool of 12 score points across a few skills of your choice, minimum 1, maximum 5.

If you're choosing to roll your skills at random, go through the following steps for each skill roll:

1. Roll to determine the skill category.
2. Roll to determine which skill it is.
3. Roll to determine the skill score.



D8 SKILL CATEGORY

1-5 General skills

6-7 Specialist skills

8 Cultural skills

D12 GENERAL SKILLS

1 Acrobatics

2 Alertness

3 D4: 1-2 Climbing, 3-4 Swimming

4 Diplomacy

5 Endurance

6 Guile

7 Intuition

8 D4: 1-2 Leaping, 3-4 Rushing

9 Legerdemain

10 Stealth

11 Strength

12 Willpower

D6 SPECIALIST SKILLS

1 Engineering (Any)

2 Fieldcraft (Any)

3 Operation (Any)

4 Riding (Any)

5 Study (Any)

6 Weapon (Any)

D6 CULTURAL SKILLS

1 Academics

2 Domestics

3 Larceny

4 Magic

5 Prayer

6 Psionics

D20 SCORE TRAINING

1-4 1 Novice

5-12 2 Trained

13-17 3 Professional

18-19 4 Exemplary

20 5 Mastery

GENERAL SKILLS

- **ACROBATICS** modifies **VIT** tests made to dodge attacks or perform feats of tumbling.
- **ALERTNESS** modifies **PRE** tests made to notice details, detect hidden enemies, or take initiative during combat.
- **CLIMBING** modifies **VIT** tests made to scale inclined surfaces.
- **DIPLOMACY** modifies **PRE** tests made to negotiate with or inspire others.
- **ENDURANCE** modifies **VIT** tests made to resist fatigue, disease, or suffocation.
- **GUILE** modifies **APT** tests made to deceive or manipulate others. Its use is opposed by the *Intuition* skill.
- **INTUITION** modifies **APT** tests made to think outside the box, sense motive, and see through lies.
- **LEAPING** modifies **VIT** tests made to jump across distances.
- **LEGERDEMAIN** modifies **VIT** tests made to conceal small objects, perform sleight of hand, and pick pockets. Its use may be opposed by either *Alertness* or *Intuition*.

- **RUSHING** modifies **VIT** tests to move fast.
- **STEALTH** modifies **VIT** tests made to sneak or hide. Its use is opposed by *Alertness*.
- **STRENGTH** modifies **BUL** tests made to lift or move heavy objects or grapple enemies.
- **SWIMMING** modifies **VIT** tests made to move through water (or similar environs).
- **WILLPOWER** modifies **PRE** tests made to resist fear or other forms of compulsion.

SPECIALTY SKILLS

Skills listed with (ANY) are specialty skills. These may be taken more than once and are applied to a different field each time they are selected.

Specialty fields could vary from setting to setting, and you and your group should feel free to come up with your own lists.

For example, a reasonably intelligent character with an APT of 3 would roll their CRUX die + 3 to recall knowledge pertaining to a historical event. If they also have the Study (History) skill at 2, they'll roll their CRUX die + 5.

The fields available will depend on the setting you're building. A character in a medieval fantasy world likely won't have access to *Engineering (Aeronautics)* for example. Similarly, each skill could mean something else depending on the setting. For example, a modern era character with *Engineering (Military)* would likely be able to work with firearms, while a character from a more primitive setting might apply the skill to something like blacksmithing.

When creating your world, you should

come up with your own lists of fields for specialty skills. Because these are so open to interpretation, you could get as specific as you want when naming the fields.

- **ENGINEERING (ANY)** modifies **APT** tests made to craft, repair, or maintain a chosen field of technology. (**EXAMPLE FIELDS - D6:** 1: Aerospace, 2: Architectural, 3: Computer, 4: Electrical, 5: Mechanical, 6: Military)
- **FIELD CRAFT (ANY)** modifies **APT** tests to survive in a chosen form of environment. (**EXAMPLE FIELDS - D8:** 1: Arctic, 2: Desert, 3: Forest, 4: Mountains, 5: Ocean, 6: Plains, 7: Space, 8: Urban)
- **OPERATION (ANY)** modifies **APT** tests made to operate a chosen technology. (**EXAMPLE FIELDS - D6:** 1: Aircraft, 2: Automobiles, 3: Computers, 4: Hovercraft, 5: Medical Technology, 6: Spacecraft)
- **RIDING (ANY)** modifies **VIT** tests made to ride a mount or ridden vehicle.
- **STUDY (ANY)** modifies **APT** tests made to recall knowledge within a chosen field. (It could also be used to create a form of art.) (**EXAMPLE FIELDS - D4:** 1: Arcana, 2: History, 3:



Medicine, 4: Religion)

- **WEAPON (ANY)** modifies **VIT** tests made to attack or defend with a chosen weapon type. (**EXAMPLE FIELDS - D12: 1: Axes, 2: Blades, 3: Bludgeons, 4: Bows, 5: Crossbows, 6: Handguns, 7: Polearms, 8: Rifles, 9: Shields, 10: Unarmed, 11: Whips, 12: "Specialized"** - skill for that exact weapon)

CULTURAL SKILLS

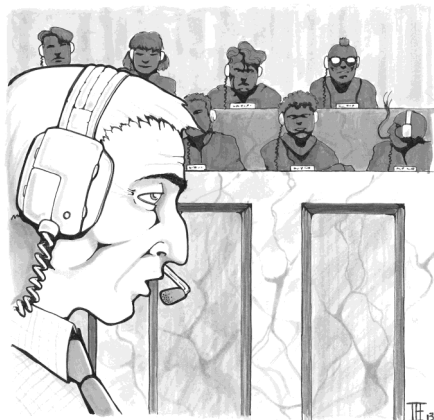
These skills are native to the world you're building. They are either included or excluded depending on what you want for your setting (in the case of power skills such as *Magic, Prayer, or Psionics*) or their use is defined by the culture or sub-culture to which your character belongs (*Academics, Domestics, or Larceny*).

Academics, Domestics, and Larceny can be used to attempt many tests which would normally use another skill, but the DV should always be higher when doing so (by +5, or +d10 for a random DV).

- **ACADEMICS** modifies **APT** tests made to recall general knowledge from a formal education.
- **DOMESTICS** modifies **APT** tests made to perform tasks common to a culture or sub-culture.
- **LARCENY** modifies **APT** tests made to engage in common criminal activities (such as picking a lock, forging a signature, or hot-wiring a car).

LANGUAGES

List whatever languages your character knows under notes. If you're designing a setting, the languages known to a given character could depend on where they're from, their ancestry, or even to a specific archetype.



SKILL TRAITS

Skill traits are special abilities that come from training. As a starting character, you may roll for (or choose) a single skill trait or, if you're using an *archetype* (page 14), you'll get a pre-selected skill trait (or powers).

D20

1	Armor Training	11	Heroic Nudity
2	Assassin	12	Multi-Wield
3	Bodyguard	13	Quick Reload
4	Careful Aim	14	Resilient
5	Crowd Fighter	15	Resolute
6	Duelist	16	Sharpshooter
7	Focus	17	Skirmisher
8	Footpad	18	Stalwart
9	Frenzy	19	Tactician
10	Harrier	20	Wallop

ARMOR TRAINING Reduce the *Cumbersome* and *Obstructive* values or any armor and helmet worn by 1/2 (round down).

ASSASSIN You gain *advantage* when attacking a *helpless* or *flanked* enemy.

BODYGUARD You gain *advantage* to *Alertness* tests made to interrupt when using a movement action. If you are able to successfully interrupt an attacker and either move between them and the target or move adjacent to the target, you may become the new target of the attack in their place.

CAREFUL AIM You gain two instances of *advantage* instead of one when using an aim action.

CROWD FIGHTER Treat opponents as numbering two less when determining *advantage* granted by *flanking*.

DUELIST When you and an opponent are the closest enemies to one another, you may force them to re-roll their attack or defense die once per test.

FOCUS (ANY) Choose a skill (selecting a specific specialty for specialty skills, such as *Study: History*). You gain *advantage* when testing this skill. You may take this trait once more for the same skill, renaming the trait to **EXPERTISE** to gain two instances of *advantage*.

FOOTPAD You may *rush* while using the *Stealth* skill.

FRENZY At the start of your turn, you may gain *advantage* to melee weapon attacks, *Strength* tests, and *Willpower* tests, but will suffer *disadvantage* to *Alertness* and defense tests until the start of your next turn.

HARRIER If an opponent is within range when they use a non-melee weapon attack action, you may immediately make a free melee weapon attack against

them before their action is resolved.

HEROIC NUDITY While unarmored, you gain *advantage* to *Acrobatics* tests to dodge attacks made by armored opponents.

MULTI-WIELD Once per turn you may spend an action to make an attack with each weapon you have equipped, but suffer an instance of *disadvantage* to all attacks for each attack that exceeds the third. (So, a character with four arms equipped with swords and axes could use this trait to make four attacks for the price of one, but all of the attacks would reduce the die used to hit by two steps.) This can work with unarmed attacks, including kicks and headbutts.

QUICK RELOAD Reloading weapons requires one less action.

RESILIENT Add your BUL twice when calculating HP.

RESOLUTE You add your *Willpower* skill score to your HP.

SHARPSHOOTER You gain a bonus to range with all ballistic weapons equal to your total *Alertness* modifier (PRE + *Alertness*).

SKIRMISHER You gain a *Protection* value equal to your CRUX die (see page 31) whenever you are benefiting from cover.

STALWART You gain one free *brace* action per turn, provided no more than one action was spent on movement.

TACTICIAN Whenever you would gain *advantage* during an opposed test, you may inflict an instance of *disadvantage* on your opponent as well.

WALLOP You gain a bonus to unarmed, melee weapon, and thrown weapon damage equal to 1/2 your *Strength* skill score (round down).

ARCHETYPE

Archetypes are templates that will grant you a batch of pre-determined scores during character creation. Archetypes are fully optional and you can choose to make your own or simply build your character ability by ability.

Every template comes with a set of base attributes which are then combined with any modifiers from ancestry. Stacking archetype and ancestry templates is ideal for making NPCs on the fly.

If you want to roll your attributes, simply use those in place of the listed values. To further mix things up, you could roll d4 random skills, replacing skills of your choice granted by the template at the score value listed.

If you want to roll an archetype at random, a d8 table has been included in the list below.



D8	ARCHETYPE	BUL	VIT	PRE	APT	TRAITS	SKILL SCORES
1	Civilian	2	2	3	2	Focus (Any)	Academics 1, Alertness 2, Diplomacy 2, Domestics 3, Operation (Any) 2, Study (Any) 2
2	Engineer	2	2	2	3	Focus (Engineering: choose a specialty)	Academics 2, Engineering (Any) 3, Engineering (Any) 2, Operation (Any) 2, Operation (Any) 1, Study (Any) 2, Study (Any) 1
3	Mage	2	1	3	3	Choose three powers	Academic 2, Alertness 2, Intuition 1, Magic 3, Study (Arcana) 2, Study (History) 1, Willpower 2
4	Outlaw	2	3	2	2	Footpad	Alertness 2, Climbing 2, Fieldcraft (Urban) 1, Guile 2, Legerdemain 2, Operation (Lockpicking) 2, Stealth 3
5	Priest	2	1	3	3	Choose two powers	Academics 2, Diplomacy 2, Domestics 2, Prayer 3, Study (Religion) 3, Study (Any) 2, Willpower 2
6	Psion	1	2	4	2	Choose a power	Academics 1, Alertness 3, Guile 2, Intuition 2, Psionics 3, Willpower 3
7	Soldier	2	3	2	2	Careful Aim	Acrobatics 1, Alertness 2, Endurance 3, Fieldcraft (Any) 1, Stealth 2, Weapon (Any) 2, Weapon (Any) 1, Willpower 1
8	Warrior	3	3	2	1	Duelist	Acrobatics 2, Alertness 1, Endurance 1, Leaping 1, Rushing 2, Strength 2, Weapon (Any) 3, Weapon (Any) 2, Willpower 1

PERSONALITY

Every character will have five personality scores. These aren't hardline stats; they're just here to give you a general idea of who the person is and might help you when you want to make decisions that you feel would be authentic to the character.

Personality scores will range from 1 to 10 (no more, no less). Choose scores or roll a d10 five times and place results wherever you like. It is important to state that none of these scores are presented as inherently "good" or "bad."

- **OPENNESS (O):** How open are you to new ideas? A low *Openness* score means that you're probably firmly rooted in tradition or otherwise have a narrowed perception of the way things are. A high *Openness* means that you may be quick to accept new information and are generally welcoming of new ideas.
- **CONSCIENTIOUSNESS (C):** How ordered are you in the way you live? A low *Conscientiousness* may mean that you live carelessly, experiencing things in the moment. A high *Conscientiousness* might mean that you live by a structured schedule or code.
- **EXTROVERSION (E):** How social are you? A low *Extroversion* might mean you value a more introverted life, favoring time spent in solitude. A high *Extroversion* could make you a social butterfly, someone who craves contact with others regardless of familiarity.
- **AGREEABLENESS (A):** How sensitive



are you to the needs of others? A low *Agreeableness* might mean that you lack empathy and resent other people. A high *Agreeableness* could mean you consistently put the needs of others before your own.

- **NEUROTICISM (N):** How well do you handle anxiety? A low *Neuroticism* might mean that you have plenty of confidence and live in a comfortable state. A high *Neuroticism* might mean that you worry often and tend to sweat the small stuff, because it isn't small to you.

These numbers can fluctuate based on your experiences and you can always petition the GM to alter scores. The GM may even suggest a change after a significant event occurs.

If you're stuck and don't know how a character might act, try rolling a d10! Check the roll in relation to your score. If it's on or right around their value, they might just follow their usual behavior.

DISPOSITION MATRIX (OPTIONAL)

If you want a descriptive way of defining your personality scores, try rolling twice on the matrix below (re-rolling if

DISPOSITION MATRIX					
	O	C	E	A	N
D10	1-2	3-4	5-6	7-8	9-10
1	BIGOTED	NEGLIGENT	RECULSIVE	SADISTIC	HEEDLESS
2	INTOLERANT	CARELESS	SOLITARY	CRUEL	UNWARY
3	ORTHODOX	ERRATIC	INTROVERTED	SELFISH	FACILE
4	TRADITIONAL	FORGETFUL	SHY	PRAGMATIC	CONFIDENT
5	CRITICAL	INDIFFERENT	SOCIAL	AMIABLE	STABLE
6	SKEPTICAL	COORDINATED	CORDIAL	KIND	CONCERNED
7	QUESTIONING	DILIGENT	FORWARD	CARING	PRETENTIOUS
8	NONPARTISAN	METHODICAL	GREGARIOUS	ALTRUISTIC	ECCENTRIC
9	APATHETIC	METICULOUS	BRASH	NOBLE	PARANOID
10	GULLIBLE	OBSESSIVE	OBSEQUIOUS	SELFLESS	DELUSIONAL

CHARACTERISTIC PROMPTS						
D20/D6	1	2	3	4	5	6
1	Scarred	Intense	Gloomy	Ragged	Decorated	Clueless
2	Bald	Approachable	Forgetful	Beautiful	Infamous	Bright
3	Righteous	Feral	Dark	Cheeky	Moribund	Respectful
4	Weirdo	Stylish	Mournful	Sober	Flawed	Asymmetric
5	Cool	Venerated	Attractive	Thick	Maverick	Easy
6	Aromatic	Off-putting	Soft	Clean	Indignant	Retentive
7	Raunchy	Tall	Lascivious	Haughty	Partypooper	Broad
8	Dowdy	Sluggish	Foreign	Balding	Hunched	Glamorous
9	Soft	Morbid	Angular	Mundane	Conformist	Sunny
10	Wiry	Famous	Picky	Hardened	Sweaty	Punk
11	Clumsy	Deadpan	Serious	Positive	Sharp	Naïve
12	Pallid	Thin	Wry	Short	Crooked	Striking
13	Stoic	Exotic	Loose	Folksy	Homely	Prim
14	Beefy	Ambitious	Round	Difficult	Patchy	Reverential
15	Irreverent	Loyal	Foreboding	Colorful	Fierce	Dirty
16	Creative	Stunning	Outsider	Hirsute	Religious	Goofy
17	Towering	Patient	Rugged	Retro	Flippant	Spoiled
18	Stocky	Impulsive	Quippy	Guarded	Lean	Willowy
19	Generous	Wanderlust	Collector	Frugal	Extra	Ninny
20	Mysterious	Acerbic	Regretful	Immature	Skittish	Twit

you get the same personality trait on your second roll). These rolls will settle on two defining descriptors, which you could record in your character's description. These could help paint a picture of who your character is. Then roll the remaining three scores as normal. You could also roll normally and then refer to the matrix, recording all five descriptors if you like.

EXTRA FLAVOR

If you want some extra prompts to help envision your character, consider using the following tables. Like the personality scores, these are completely optional, and its up to the player to use them however they choose.

ROLL	AGE	PRONOUN
1-2	Young	He/Him
3-4	Mature	She/Her
5-6	Old	They/Them/Other

A bunch of characteristic prompts are listed on the previous page. Like everything else in this section, these prompts are interpretive and completely optional. They can describe aspects of a character's appearance or behavior, and shouldn't conflict with the dispositions from the previous page, but they might conflict with one another. It's totally up to you how to interpret these and assimilate them into your backstory. You could use as many of these as you like, but rolling **2d4** of them is a good place to start.



POWERS

Whether magic spells, prayers to a deity, or psionic powers, supernatural abilities can have many origins and it will be up to you to decide which (if any) fit the world you're building.

To learn and use powers, characters will first need a *Power Skill*. Here are a few examples:

- **MAGIC:** APT tests to cast magic spells learned from dusty tomes.
- **PRAYER:** PRE tests to invoke miracles from a worshipped deity.
- **PSIONICS:** PRE tests to evoke psychic phenomena.

When using a power:

- the character uses a single action.
- the character makes a *Power Skill* test against the DV provided by the power. If failed, no power effects are used. A *failure margin* of 5 or more will result in d10 lost HP.
- the character loses a single HP if the power is successfully manifested.

- modifiers granted to scores from multiple power effects will not stack (use the highest single instance).

SUBJECTS

Unless a type of subject (being, object, or even yourself) is stated in the power, you may choose any subject that you are able to observe at the time of using the ability. The larger a subject, the more difficult it is to affect them with powers. If the selected subject takes up more cubic increments or has a higher BUL score than your *Power Skill* test, the spell will automatically fail. When a subject is chosen, the GM may decide whether their carried equipment (if there is any) is included in the spell effect.

RESISTING POWER EFFECTS

Unless a power description includes a way to resist it, any effect may be resisted by testing the *Willpower* skill. If the subject is able to beat the *Power Skill* test, they resist and cancel the effects (at least in relation to them). Inanimate objects (or other things without a PRE score) will not test to resist in this way.

DURATION

Some powers will list a duration in rounds. The power may also denote duration as a scene, or in terms of hours, days, or even years. If nothing is stated, the effects are instantaneous and their results are permanent. Power effects listed as **sustained** may be continued as long as you choose to spend an action on maintaining them each round.

RANDOM POWERS

If you want to roll your powers at random, roll d4 times on the table below:

D10	POWER
1	Apportation
2	Biokinesis
3	Clairvoyance
4	Energy Control (Any)
D8: 1: Cold	5: Electricity
2: Concussive	6: Piercing
3: Cutting	7: Radiation
4: Heat	8: Smashing
5	Necromancy
6	Obfuscation
7	Phasing
8	Shapeshifting
9	Telekinesis
10	Telepathy

APPORTATION

DV: d20

Choose yourself or another subject within line-of-sight. Move them directly to any location also within your line-of-sight. Unwilling subjects may resist by testing their BUL in place of *Willpower* skill if they choose.

BIOKINESIS

DV: d12

Divide your total *Power Skill* test value by 5 (round down). You may use Biokinesis in a number of ways:

- **Harm:** Cause a living being to automatically lose a number of HP equal to this value.
- **Healing:** Heal a number of lost HP from yourself or another living being equal to this value.
- **Vigor:** Grant a living being a bonus equal to this value to all BUL and VIT tests until the start of your next turn.

CLAIRVOYANCE

DV: see below

When using this power choose one of the following effects:

- **Awareness** (DV d10): Gain a bonus to *Alertness* tests equal to your *Power Skill* test until the start of your next turn.
- **Psychometry** (DV d20) By touching an inanimate object, you may learn any information relevant to its past.
- **Remote View** (DV d20): View a distant location or time period for the duration of a scene. The GM will determine a higher DV depending on the remoteness of the location. The effect lasts as a **sustained** duration.
- **True Sight** (DV d12): Perfectly detect everything within a number of increments equal to your *Power Skill* test, seeing through solid matter, darkness, and fog until the start of your next turn.

ENERGY CONTROL (ANY)

DV: see below

Choose a damage type each time this power is selected (*Cold, Concussive, Cutting, Electricity, Heat, Piercing, Radiation, or Smashing*). You may conjure the energy to make ranged attacks. When the power has been manifested, you may use your *Alertness* skill to make the attack, which may then be dodged as a normal ballistic weapon (and may not be resisted with *Willpower* like other power effects). The attack deals CRUX die + PRE damage of the type chosen for this power. The attack may be manifested in the following ways:

- **Bolt** (DV d8): You make a single attack against a single target (similar to firing an arrow or bullet).

- **Beam** (DV d12): You choose a target point you can detect. Anything between you and that point (in an increment wide line) must dodge your attack. Damage is reduced by -2 for each subsequent target hit.
- **Blast** (DV d20): You choose a point you can detect. Everything within a number of increments of that point (equal to 1/5 your *Power Skill* test round down) must dodge the attack.

NECROMANCY

DV: see below

Necromancy grants power over the domain of the dead. Necromancy can be used in a number of ways and the DV is based on the use.

- **Medium** (DV d10): You may, as a **sustained** duration, detect, speak with, and interact with spirits of the dead. You may also count as having the *Incorporeal* trait for the purpose of interacting with them and confer this to weapons you wield as well.
- **Necrosis** (DV d8): You may touch an undead being and cause them to regain d10 lost HP. Doing so against a living being will cause them to lose those HP instead. An unwilling subject must be hit with an unarmed attack.
- **Reanimation** (DV d20): You may animate a corpse as an undead servant. The corpse will be as it was in life, but gains the *Unliving* trait, *Damage Resistance (Piercing)* equal to BUL x 2, a +6 bonus to the *Strength* skill, and halves SPD (round down). The undead being is mindless (no APT score) and will obey simple commands. The corpse will normally be animated for a single day, but spending a single EXP will make the effect permanent.

OBFUSCATION

DV: d10

You may grant the subject a bonus to the *Stealth* skill equal to the success margin by which you beat the power DV (minimum +1). The subject may also attempt to hide in plain sight. The effects lasts for the duration of the scene.

PHASING

DV: d8

Choose a subject. The subject gains use of the *Incorporeal* and *Flight* traits for a **sustained** duration.

SHAPESHIFTING

DV: see below

You may alter your form, manipulating your attributes, skill modifiers, and even ancestral traits. The DV for the power use is as follows:

Roll a D4 and add:

- +2 for every attribute adjustment
- +1 for every skill modifier adjustment
- +5 for every ancestral trait added or removed

You may maintain the effects as a **sustained** duration or, by increasing the DV by an additional +5, may keep the effects until you choose to revert to your original form. Reverting takes an action and you may not use this power again until you have returned to your normal state.

TELEKINESIS

DV: d12

You may make an unarmed attack or maneuver (such as a *grapple* or *push*) against a subject within line-of-sight. Use your *Alertness* skill to attack and use your *Power Skill* to deal *Smashing* damage or in place of a BUL test for maneuvers. When using the power for an extended

test (such as a *grapple*), use the **sustained** duration.

A skilled telekinetic may also use the power in place of skill tests requiring manual dexterity, such as typing on a keyboard, picking a lock, or threading a needle. When doing so, use your normal skills associated with the task at a distance, but the DV is d20 (and *critical failure* can often have calamitous consequences).

TELEPATHY

DV: see below

When using this power you may choose one of the following effects:

- **Communion** (DV d10) You may establish a mental link with a subject (any being with a PRE score) and may communicate with them at any distance and regardless of language for a **sustained** duration.
- **Domination** (DV: Subject's *Willpower* test) The chosen subject will act however your decide as long as you spend an action each turn to **sustain** the spell.
- **Mind Reading** (DV: Subject's *Willpower* test) You may read the subject's surface thoughts. With *critical success*, you may probe deeper, extracting a secret or long-buried remembrance and, if you choose, may erase the thought from the subject's memory.
- **Mindshock** (DV: Subject's *Willpower* test) The subject is *staggered* and you automatically inflict *Fatigue* damage against them equal to the difference by which you beat their *Willpower* test.

OPTIONAL: SUB-POWERS

Many of the powers listed (such as *Bio-kinesis*) are broken down into sub-powers (such as *Harm*, *Healing*, and *Vigor*). You may take any of these as a power in place of the full power. When learning these powers with EXP, the cost to learn them is the normal cost divided by the number of sub-powers (round up).

This may be particularly appealing when applied to the *Innate Power* trait, as not every blanket-power may make sense for a given supernatural being. Furthermore, you could apply a limit to a power that normally affects any subject to only apply to the user, and may reduce the EXP cost by 1/3 (round up) when purchasing it this way.

OPTIONAL: MANA

Originating in Melanesian and Polynesian folklore, mana is considered to be the lifeblood of the universe. Those who practice sorcery may tap into this arcane energy, allowing extended spell use to drain this inexhaustible fount in place of depleting their own vitality.

Mana is a special skill trait that may be learned by any character with a *Power* skill. Unlike other skill traits, it may be advanced in the same way as skills. Unlike skills, however, *Mana* has no upward limit.

When first purchased, *Mana* begins as *Mana 1* (for 1 EXP). As with skills, each advance has a cost equal to the next level. (Increasing to *Mana 2* costs 2 EXP, for example.) This could also be granted as an ancestral trait, which could then be raised during advancement.

This trait may also be applied to objects, such as a magic amulet, wizard's staff, holy relic, et cetera) and the ability is conferred upon the object's user.

MANA (X)

You possess a pool of (X) mana points. These may be spent in place of losing HP (to success or failure) when casting spells. One mana point is replenished per hour of rest.

ADVANCEMENT

Every character gains 2 EXP at the end of a session of play. If the session is the end of an adventure arc, they gain an additional 2 EXP on top of this. The GM may also reward players with bonus EXP at any time during the game, for great ideas, solid roleplaying, exceptional success, or even for spectacular failure.

ADVANCING SKILLS

EXP can be spent at any time to increase skill scores by spending a number of EXP equal to the next value. For example, a character that has an *Acrobatics* score of 4 would need to pay 5 EXP to increase their score to 5. Scores may not be raised above 5 unless the character's ancestry has a modifier that could take it to a value beyond that. You may not raise the same score more than once within one session of play.



NEW LANGUAGES

Characters will start with fluency in languages that fit their concept. New languages may be learned for 5 EXP (and an investment of time).

OPTIONAL: LANGUAGES AS SKILLS

As an alternative, you could list a language as an APT-based skill: *Language* (Any). One score in a *Language* skill could offer partial comprehension, while a score of three would count as fluency (and anything beyond this would be expert or even professional comprehension and use of the language). This rule can be used interchangeable with fluencies. Just assume that a character with fluency has a score of 3 in that *Language* skill.

NEW TRAITS AND POWERS

EXP may also be spent to purchase new skill traits and powers. A *Power Skill* is necessary to gain powers.

ADVANCING YOUR CRUX DIE

As you play your characters, be sure and keep track of total EXP separate from the spendable points to determine their CRUX die. It will automatically increase as EXP is gained.

TOTAL EXP	CRUX DIE
0-4	d4
5-19	d6
20-44	d8
45+	d10

SKILL TRAITS

5 EXP	Armor Training	1 EXP	Heroic Nudity
3 EXP	Assassin	2 EXP	Multi-Wield
3 EXP	Bodyguard	2 EXP	Quick Reload
2 EXP	Careful Aim	5 EXP	Resilient
2 EXP	Crowd Fighter	2 EXP	Resolute
3 EXP	Duelist	3 EXP	Sharpshooter
2 EXP	Focus	4 EXP	Skirmisher
2 EXP	Footpad	2 EXP	Stalwart
3 EXP	Frenzy	5 EXP	Tactician
2 EXP	Harrier	5 EXP	Wallop

POWERS

15 EXP	Apportation	10 EXP	Obfuscation
15 EXP	Biokinesis	10 EXP	Phasing
10 EXP	Clairvoyance	10 EXP	Shapeshifting
15 EXP	Energy Control	10 EXP	Telekinesis
20 EXP	Necromancy	5 EXP	Telepathy

GAME MASTERY

During a roleplaying session, one player will take the role of the game master (GM). It will be up to them to facilitate the gameplay, make judgement calls, and guide the story through the actions of non-player characters (NPCs) and in-game events.

DIFFICULTY VALUES

During an adventure, the GM will set DVs for tasks according to their difficulty. Sometimes this can be a set number, but if they don't have a hard idea, they may roll a die to determine it.

DIFFICULTY	DV
Simple	4 (or d4)
Easy	6 (or d6)
Moderate	8 (or d8)
Difficult	10 (or d10)
Extreme	12 (or d12)
High-Impossible	15 (or d20)

When making opposed rolls (rolls against other characters), their own roll values will provide you with the DV. For example, a character hoping to convince another of a lie might make a *Guile* test, but they will need to beat an *Intuition* test that character makes in response.

You may also choose to set passive DVs based on character ability scores when you don't want to constantly be prompting rolls. A good and equitable passive DV should be $1/2$ the character's max CRUX die value + their total modifier in that attribute or skill. Thus, a character with a d10 CRUX die and an *Intuition* mod of 7 would have a passive DV of 12 ($5 + 7$) to discern lies.



SCENES

A scene is a roughly connected time period within the story. Imagine a scene from a film or television series before it cuts to another story arc, location, or situation and you'll have a pretty good idea of what can constitute a scene.

INCREMENTS

An increment in the game world is roughly equivalent to 5 feet or 1.5 meters. Range and movement values are measured in increments.

If you use miniatures during your games, you could use a measuring tape or ruler to determine increments. In the most common miniature scales, an inch (or ~2.5 centimeters) is roughly equivalent to an increment. If you're doing this, attacks with a range of zero should require that the miniatures (or at least their bases) are touching.

Maps with grid cells are another option. If you're using square cells, every other diagonal space should count 2 increments from movement or range values. Since range of one and zero both require an adjacent cell, give *advantage* to defense against range zero attacks.

ADVENTURING

As your players navigate the worlds you create, they'll face countless dangers. Some examples:

MORALE

Throughout their adventures, characters may face fear or be worn down by hardships. The *Willpower* skill is used to resist fear and other psychological effects. The GM may tailor a DV to a situation, and a die-based DV is often best.

Characters may attempt to *intimidate* one another as well. This could be done using the *Willpower*, *Diplomacy*, *Guile*, or even the *Strength* skill (and should take a single action).

If a *Willpower* test is failed, the character is *demoralized* (see page 29). Upon *critical failure* (5 or more), they must also flee the source of their duress (or go prone and become helpless if there is no means of escape).

ENCUMBRANCE

Nobody wants to have to track every unit of weight their character is carrying, but your GM can assign a total BUL value to a character's carried goods (or an object they wish to move). (Imagine total weight being relative to a character's BUL score.) If that BUL value exceeds 1/2 the character's *Strength* modifier (round down), they are *encumbered* (see page 29).

FALLING

Falling (or being hurled a distance) deals *Concussive* damage equal to d4 with *advantage* for each increment after the first. A successful *Acrobatics* test (DV equal to damage) may halve the damage inflicted.



DROWNING/SUFFOCATION

For each round that a living character is unable to breathe, they must make an *Endurance* test against a DV equal to the number of consecutive rounds they have been without air.

For example, after one round, the DV is 1 (very difficult to fail). However, by the fifth round, the DV is 5, and so on.

Failing this test will inflict 1 *Fatigue* damage. Critical failure will also render the character *unconscious*.

ENVIRONMENTAL HAZARDS

Weather or other environmental conditions can greatly impact adventuring. Some examples, along with a table if you want to roll something up. During an adventure, these kinds of events could be avoided with a successful *Fieldcraft* test appropriate to the environs.

D6

- 1 **Rain:** *Disadvantage* to ballistic weapon attacks. Certain surfaces may become *rough terrain* when wet and could be dangerous.

- 2 **High Winds:** *Disadvantage* to ballistic attacks. Might require a BUL test to keep from being blown off a high place.
- 3 **Fog/Darkness:** One or two instances of *disadvantage* to any tests requiring sight, depending on the severity. In extreme or perfect darkness, tests requiring sight may be impossible without a special means to see. This effect could be applied to darkness, fog, or even wind-born matter, such as a blizzard or sandstorm.
- 4 **Extreme Temperature:** Requires an Endurance test (GM set DV) at the start of each scene, failure resulting 1 *Fatigue* damage.
- 5 **Ice/Snow:** Ice and snow-covered ground tends to be counted as rough terrain (two increments of SPD per increment moved). In addition, ice can be slippery, sometimes requiring an Acrobatics test to perform a regular move action without falling. The presence of ice and snow is usually accompanied by extreme temperature conditions (see above).
- 6 **Roll twice more and combine.**

CONFLICTS

Combat (or similar dangers) tend to be inevitable during an adventure. This section will cover the basics of running a conflict.

INITIATIVE

Whenever a conflict breaks out, have all parties involved make an *Alertness* test to determine initiative. Record their values and proceed from highest to lowest (comparing higher skill mods to break ties, or rolling off when those mods are tied), with characters taking turns in a round structure. Each full round (all char-



acters acting) represents roughly 3 seconds in the game world.

For example, Strydo the Malefactor rolls a 7 on their *Alertness* test. The four phyto-mutants that woke up angry from their cryo-tombs rolled a 3, 6, 7, and 9 respectively. The phyto-mutant at 9 will act first. At the next step (7), Strydo will act first because their *Alertness* mod is better than the phyto-mutant's, then the remaining phyto-mutants will all take their actions. Pray for Strydo the Malefactor....

ACTIONS

During a conflict, each character may perform up to two actions on their turn (initiative step).

ATTACKING

The character makes an *attack*. (See the following page.)

MOVING

The character *moves*. (See the following page.)

AIMING

A character may spend an action to aim.

If the next action they use is an attack, they gain *advantage* to the attack roll.

BRACING

A character may spend an action to brace. Doing so grants them *advantage* to any defense tests they make until the start of their next turn.

INTERRUPTING

By spending one action, a character can wait and spend the other to perform an action at any point before their next turn. The action can be used during an uncontested initiative step, or the character may roll off *Alertness* with an acting character to use the action before their current action is resolved. If the *Alertness* test fails, the opponent turn will resolve before the interrupting character may act.

MISCELLANEOUS ACTIONS

A character could use an action (or multiple actions) to perform various tasks. Simple tasks, like opening a door, picking up an object, or unsheathing a weapon should cost a single action. Other actions could take multiple turns. Using a power (such as a spell) usually uses one action.

MOVING

A character may use an action to move a number of increments equal to their **SPD** value. SPD is equal to BUL + VIT.

RUSHING: One per turn as a free action a character may test their *Rushing* skill to gain extra SPD, granting 1/5 of their skill test (rounding down) as a bonus. For example, a character tests *Rushing* and gets an 11, adding 2 to the number of increments they are allowed to move.

CHARGING: If a character rushes, they may make a free melee weapon or



thrown ballistic weapon attack after resolving their movement (if possible). This is referred to as a charge.

ROUGH TERRAIN: Some uneven ground (such as rocks, mud, or ice) may cost two increments worth of movement for each increment moved. This is generally referred to as *rough terrain*. Climbing and swimming costs four increments for each increment moved in this way.

ATTACKING

A character may use an action to make an attack, testing their *Weapon* skill against a defense test:

- *Acrobatics* skill to **dodge** any attack.
- *Weapon* skill to **block** a melee weapon attack with another melee weapon.
- Just CRUX die, if helpless or unaware.

Compare the attack roll to the defense test:

ATTACK TEST	EFFECT
is lower	miss
is tied	glancing hit
is higher	inflict damage
is higher by 5+	critical hit

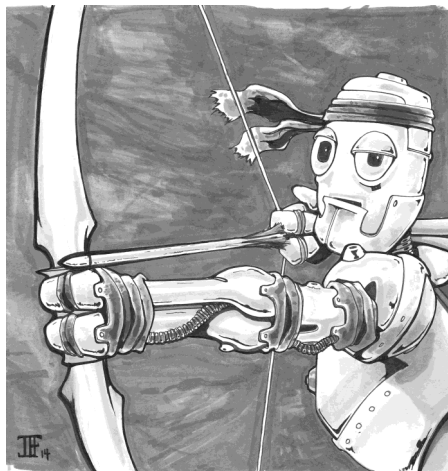
GLANCING HIT: The damage value is halved (rounding down after rolling and applying modifiers).

CRITICAL HIT: A critical hit will deal x2 damage (multiplied after rolling and applying modifiers).

As an optional rule, you could allow further multipliers to damage for additional degrees of success. For example, a hit that beats the defense test by 10 or more would deal x3 damage, by 15 or more dealing x4 et cetera.

RANGE: The target must be within range of the weapon to be attacked. A range zero means that the target must be immediately adjacent to the attacker. Ballistic weapons can go beyond their range value, though *disadvantage* is applied for each additional. (For example a range 10 weapon would get disadvantage at range 11-20, and so on.)

THROWING: Any melee weapon may be thrown, using BUL as the range value when doing so. Weapons meant to be thrown may modify this value and the GM could apply modifiers to improvised thrown weapons as they see fit.



DAMAGE

Whenever a character takes damage, it is subtracted from their HP. Weapons will have a damage value (usually a die roll + modifier), though damage can be sustained in various ways.

If the defender has a Resistance value for the type of damage inflicted (*Cutting*, *Piercing*, et cetera), they will reduce the damage they take by that value. Resistance usually comes from armor, but can come from other sources too.

A character that is at or below 1/2 of their HP (rounding down) will reduce modifiers to tests by 1/2 (round down).

At zero HP, a character may only take one action per turn.

DYING

Once a character's HP go below zero, they are rendered *unconscious* and are at risk of death. At the start of their turn, they must roll their CRUX die against a DV equal to the value by which their HP



have fallen below zero. For example, a character at -7 HP must roll against a DV of 7. If the test succeeds, the character becomes stable. If they fail, they will lose an additional HP. If they fail by a margin of 5 or more, they will **die** from their injuries.

Provided they are able to reach them, any other character may spend two consecutive actions to attempt to stabilize a character who is below zero HP by making a *Study (Medicine)* test against the same DV.

HEALING DAMAGE

An injured character who rests for a full day may make an *Endurance* skill test, and will regain a number of lost HP equal to 1/5 the test value (round up). If below zero HP (but stable), a character must test their CRUX die (see *Dying*) once per day.

Another character caring for the injured character may attempt a DV10 *Study: Medicine* test once per day, healing additional HP equal to the value by which their test exceeds the DV. If this test is a *critical failure*, the character will suffer d4 damage.

Depending on what they envision for their setting, the GM may make items such as healing potions or advanced medical sprays readily available. These could have a die-value worth of HP with each use.

Beings with the *Unliving* ancestral trait will have a harder time with healing and may require magic or the use of an appropriate *Engineering* skill (handled similarly to the *Study: Medicine* use mentioned above).

OPTIONAL: HIT LOCATION

If you want to add a little more texture to your combat, you can use hit location rules. These can be helpful for the GM when determining special effects from damage along with any other ad-hoc that arises from combat or general injury.

To determine a hit location, simply **roll a d10** and confer with the values below. The anatomy of a character might vary, but this will give you a general idea.

You could also use the following special effects:

- **1-2: Leg:** *Disadvantage* to the damage roll, target *staggered* (see page 29) if any HP are lost.
- **3: Groin:** Target *staggered* (see page 29) if any HP are lost.
- **4-5: Arm:** *Disadvantage* to the damage roll, held item dropped if any HP are lost.
- **6-7: Abdomen:** No adjustment.
- **8-9: Chest:** No adjustment.
- **10: Head/Neck:** *Advantage* to the damage roll.

A character may aim for a specific spot, but suffers *disadvantage* to the attack,

and will only automatically hit the target location if they score a critical hit (if the success margin of their attack was 5 or greater). Otherwise, roll for location like a regular attack.

STATUS EFFECTS

A character may be marked with a status effect in numerous ways and will be subject to them until cleared. Ultimately it will be up to the GM to decide when and how status effects are inflicted.

ACCELERATED

An *accelerated* character gains an additional action each turn and gains *advantage* against non-*accelerated* characters.

BLEEDING

A *bleeding* character loses 1 HP at the start of each turn. Two actions (and usually an item, such as bandages) must be used to stop *bleeding*.

BLINDED/DEAFENED

The character suffers a -10 penalty to tests that require sight or hearing, respectively.

DEMORALIZED

A *demoralized* character receives *disadvantage* to all tests until they are able to find their courage.

ENCUMBERED

A character is *encumbered* when they are carrying a heavy load and halves their SPD value and suffers *disadvantage* to any VIT-based tests.

IRRADIATED

The DV for attempts to heal or be healed are increased by +d20 and an *irradiated* character loses an automatic d4 HP each day.

MUTED

A *muted* character may not speak or perform actions that require speech.

PARALYZED

A *paralyzed* character is helpless and may not act, despite being aware of their surroundings.

SLOWED

A *slowed* character may only use one action each turn and suffers *disadvantage* against non-*slowed* characters.

STAGGERED

A *staggered* character has been rendered prone or otherwise knocked off balance and may not take any actions until they spend a single action to clear the *staggered* status effect. Enemies gain *advantage* to attacks made against a *staggered* character.

UNCONSCIOUS

An *unconscious* character is helpless and may not act. The GM may allow an *Alertness* test at DV 5 (or adjusted as they see fit) to wake up either each round, scene, or day (also their call), as long as the character is at 1 HP or higher.



OPTIONAL: GREIVIOUS WOUNDS

If you want to add even more oomph to the damage system, consider applying special wounds whenever a single damage source inflicts half or more of a character's total HP.

It will be up to the GM to determine the effects based on the damage type and other circumstances, but here are some ideas:

- Inflict a status effect.
- Lose the use of a limb or other body part.
- Suffer a permanent penalty to a certain skill.
- Lose a permanent attribute point.
- Suffer a permanent reduction to SPD or HP.

MORE STUFF!

TACTICAL ADVANTAGE

Characters making attacks or defending may gain *advantage* to their test based on tactical factors. Players may petition their GM for *advantage* in creative ways. Commonly, a character may claim *advantage*:

- when defending while cover (terrain or other characters) partially obscures them from an attacker.
- when attacking from an elevated position.
- when attacking an enemy who is within close combat range of an allied character. (Gain an instance for each ally "flanking" in this way.)

- when attacking an enemy with lower BUL that chooses to block.
- When testing opposed *Strength* with an enemy that has a lower BUL score.
- when attacking an enemy who is *staggered* (see page 29).

UNARMED MANEUVERS

When attacking while unarmed, a character may attempt to grapple or push an enemy in place of dealing damage. Once hit, both characters engage in an opposed *Strength* test.

- **GRAPPLE:** The winner may render the loser helpless until the start of the winner's next turn. A tie will leave both *staggered* (see page 29).
- **PUSH:** The winner may *stagger* the loser and move them a number of increments equal to the difference by which they won. A tie will leave both units *staggered* (see page 29).

MOUNTED COMBAT

Some characters may ride an animal or vehicle (such as a motorcycle) using an appropriate *Riding* skill. While mounted, a character:

- may use the *Riding* skill to dodge (in place of the *Acrobatics* skill) for themselves and/or the mount.
- gains *advantage* to melee attacks made against non-mounted opponents.
- may use the mount's BUL in place of their own when dealing damage with a melee weapon attack.
- suffers *disadvantage* to ballistic weapon attacks.

HANDEDNESS

To simulate right/left handedness apply *disadvantage* to tests made with the "off hand."

EQUIPMENT

The types of weapons, armor, tools, and other equipment you use in your games will depend on what you want from your setting. In the following pages, we'll list primitive, modern, and futuristic weapons and armor. This is small selection, but will give you a point of reference.

WEAPONS AND ARMOR

Weapons are listed with damage value, the type of damage inflicted, the weapon range (in increments), and the number of hands required to wield it.

A character may only benefit from one suit of armor, though headgear such as a helmet can be worn in addition.

EQUIPMENT TRAITS

BASH: After inflicting damage with this weapon, roll your CRUX die + the number of HP that were lost. If your roll equals or exceeds the target's BUL score, they are also *staggered* (page 29).

BLAST X: The attack is made against the target and everything within (X) increments.

BURST dX: You may spend an extra action to roll a d(X) and add the result to your attack test. A *Burst* attack will also affect everything within one increment of the target. (Reduce the *Capacity* by the value rolled as well, if applicable.)

CAPACITY X: The ammo count (usually in a clip) that may be used before the weapon must be reloaded (as a single action).

CUMBERSOME X: You suffer (X) instances of *disadvantage* to VIT-based skill tests except those used to attack or defend).

DANGEROUS: You are hit on a die roll of 1.

FLEXIBLE: Cannot be used to block. Enemies



suffer *disadvantage* to block this weapon.

HEAVY: Enemies gain *advantage* to dodge this weapon and *disadvantage* to block it with a non-Heavy weapon.

OBSTRUCTIVE X: You reduce ballistic weapon range by -(X) and suffer (X) instances of *disadvantage* to *Alertness* skill tests.

PARRY: You gain *advantage* to block.

POINT BLANK: You gain *advantage* to attack when at 1/2 range or closer (round down).

PROTECTION dX: Roll a d(X) whenever you take damage from an attack or similar hazard, reducing it by the value rolled.

RELOAD X: You must spend (X) actions to reload the weapon before it can attack again.

RESISTANCE (ANY) X: Whenever you would suffer damage of a chosen type (*Cutting*, *Piercing*, *Radiation*, et cetera), reduce it by (X).

SCOPE: You double the weapon range when using an aim action.

THROWN: May be thrown as a ballistic attack. Add BUL x 2 to range when throwing.

PRIMITIVE ARSENAL

MELEE	DAMAGE	RANGE	HANDS	TRAITS
<i>Unarmed</i>	0 + BUL Smashing	0	-	-
Axe	d10 + BUL Cutting	1	1	-
Club	d4 + BUL Smashing	1	1	Bash
Dagger	d4 + BUL Piercing	1	1	Thrown
Flail	d8 + BUL Smashing	2	1	Bash, Dangerous, Flexible
Great Axe	d12 + BUL Cutting	1	2	Heavy
Great Sword	d10 + BUL Cutting	1	2	Heavy, Parry
Hammer	d8 + BUL Smashing	1	1	Bash
Knife	d4 + BUL Cutting	0	1	Thrown
Mace	d6 + BUL Smashing	1	1	Bash
Maul	d10 + BUL Smashing	1	2	Bash, Heavy
Polearm	d10 + BUL Cutting	2	2	-
Shield	0 + BUL Smashing	0	1	Parry, Protection d4
Spear	d8 + BUL Piercing	2	1	Thrown
Staff	d4 + BUL Smashing	2	2	Bash
Sword	d8 + BUL Cutting	1	1	Parry
Whip	d4-2 Cutting	3	1	Dangerous, Flexible
BALLISTIC	DAMAGE	RANGE	HANDS	TRAITS
Bow	d10 Piercing	20	2	Reload 1
Crossbow	d12 Piercing	16	2	Reload 2
Sling	d4 Smashing	10	2	Reload 1
ARMOR	RESISTANCE / TRAITS			CUMBERSOME
<i>Unarmored</i>	-			-
Chainmail	Cutting 6, Piercing 4, Smashing 3			1
Helmet	Obstructive 1, Protection d4			-
Hides	Cutting/Piercing/Smashing 2, Cold 4			1
Piecemeal	Protection d4			1
Leathers	Cutting/Piercing/Smashing 2, Cold/Electricity/Heat 2			-
Plate Armor	Cutting 7, Piercing 6, Smashing 5			2
Scale Mail	Cutting/Piercing 5, Smashing 4			2

WEAPON SKILL GROUPS

Axes: axe, greataxe, **Bows:** bow **Blades:** dagger, greataxe, great sword, knife, sword **Bludgeons:** club, flail, hammer, mace, maul **Crossbows:** crossbow **Polearms:** polearm, spear, staff **Shields:** shield **Whips:** whip **Specialized:** all the rest

MODERN ARSENAL

MELEE	DAMAGE	RANGE	HANDS	TRAITS
Baseball Bat	d8 + BUL Smashing	1	1	Bash
Baton	d6 + BUL Smashing	1	1	Bash, Parry
Chain	d4 + BUL Smashing	3	2	Flexible, also needs gas/power supply
Chainsaw	d20 Cutting	1	2	Capacity 100 (fuel), Heavy
Combat Knife	d6 + BUL Cutting	1	1	Parry, Thrown
Crowbar	d6 + BUL Smashing	1	1	Bash, Heavy
Fire Axe	d12 + BUL Cutting	1	2	-
Pick Axe	d10 + BUL Piercing	1	2	Heavy
Riot Shield	0 + BUL Smashing	0	1	Parry, Protection d6
Sledgehammer	d10 + BUL Smashing	1	2	Bash
BALLISTIC	DAMAGE	RANGE	HANDS	TRAITS
Assault Pistol	d8 + 4 Piercing	10	1	Burst d4, Capacity 15, Point Blank
Assault Rifle	d10 + 4 Piercing	22	2	Burst d6, Capacity 30
Flame Thrower	d12 + 6 Heat	6	2	Burst d4, Capacity 20, Cumbersome 1, Dangerous
Hand Grenade	d20 + 10 Concussive	*	1	Blast 2, Dangerous, *Thrown
Handgun	d8 + 4 Piercing	12	1	Capacity 6, Point Blank
Machinegun	d10 + 4 Piercing	18	2	Burst d12, Capacity 50
Minigun	d12 + 4 Piercing	16	2	Burst d20, Capacity 200, Cumbersome 1
Rifle	d10 + 4 Piercing	24	2	Capacity 12
Rocket Launcher	d20 + 10 Concussive	48	2	Blast 3, Cumbersome 1, Reload 2
Shotgun	d10 + 5 Piercing	14	2	Blast 1, Capacity 10, Point Blank
Sniper Rifle	d10 + 5 Piercing	30	2	Capacity 12, Scope
Submachinegun	d8 + 4 Piercing	10	1	Burst d10, Capacity 25, Point Blank
ARMOR	RESISTANCE / OTHER TRAITS			CUMBERSOME
Ballistic Armor	Cutting 6, Piercing 8, Smashing 5, Cold/Electricity/Heat 2			2
Ballistic Vest	Cutting 5, Piercing 6, Smashing 4			1
Gas Mask	Grants immunity to inhalant hazards, Obstructive 1			-
Hazard Suit	Cutting/Piercing 3, Cold/Electricity/Heat 5, Radiation 10			1
Night Goggles	Negate penalties from darkness			-
Combat Helmet	Obstructive 1, Protection d6			-

WEAPON SKILL GROUPS

Axes: fire axe, pick axe **Blades:** combat knife **Bludgeons:** baseball bat, baton, crowbar, sledgehammer **Handguns:** assault pistol, handgun, submachinegun **Rifles:** assault rifle, machinegun, rifle, shotgun, sniper rifle **Shields:** riot shield **Specialized:** all the rest

ADVANCED ARSENAL

MELEE	DAMAGE	RANGE	HANDS	TRAITS
Force Shield	d4 + BUL Smashing	0	1	Parry, Protection d8
Laser Sword	d8 + 10 Heat	1	1	Parry
Mono-Filament Whip	d10 + 6 Cutting	3	1	Dangerous, Flexible
Shock-Baton	d6 + BUL Smashing*	1	1	Bash, * bonus damage: d6 Electricity
Vibra-Blade	d12 + BUL Cutting	1	1	Parry
BALLISTIC	DAMAGE	RANGE	HANDS	TRAITS
Laser Canon	d20 + 8 Heat	100	2	Capacity 5, Cumbersome 1
Laser Minigun	d20 + 2 Heat	35	2	Burst d20, Capacity 50, Cumbersome 1
Laser Pistol	d10 + 2 Heat	25	1	Capacity 30, Point Blank
Laser Rifle	d12 + 2 Heat	50	2	Capacity 15
Needle Gun	d8 + 1 Piercing*	12	2	Burst d12, Capacity 40, *bonus damage: d10 Corrosive
Particle Pistol	d10 + 6 Piercing	15	1	Burst d8, Capacity 20, Point Blank
Particle Rifle	d12 + 6 Piercing	30	2	Burst d12, Capacity 40
Rail Rifle	d20 + 4 Piercing	60	2	Burst d10, Capacity 55, Scope
ARMOR	RESISTANCE / TRAITS			CUMBERSOME
Dura-Clothing	Cutting/Piercing/Smashing/ 2, all others 3			-
Enviro-Armor	Cutting /Piercing/Smashing 7, all others* 10			2
Impact Armor	Cutting /Piercing 9, Smashing 7, all others* 5			1
Impact Helmet	Protection d8			-
Power Armor	Cutting/Piercing 12, Smashing 10, all others* 8, Strength +10			-

WEAPON SKILL GROUPS

Blades: laser sword, vibra-blade **Bludgeons:** shock-baton **Handguns:** laser pistol, particle pistol **Rifles:** laser rifle, needle gun, particle rifle, rail rifle **Shields:** force shield **Whips:** mono-filament whip **Specialized:** all the rest

CYBERNETICS

Each cybernetic implant adds Damage Susceptibility (Electricity) 1 to the character's traits. Arms and Legs replace existing limbs. Additional Arm implants could add the Extra Limbs 1 trait. Stack all applicable traits and skill modifiers from multiple implants.

Arm: Super-Strength 1, Natural Weapons (Smashing) d4

Leg: Super-Strength 1, Natural Weapons (Smashing) d6

Eye: Alertness +2

Extra-Dermal Plating: BUL +1, VIT -1, Damage Resistance (Cutting, Piercing, Smashing) 3

Integrated Weapon: Uses Alertness to attack and will not require hands.

Servo-Skeleton: Super-Strength 2

Wired Reflexes: VIT + 2, Alertness +4

CURRENCY AND EQUIPMENT COST

There are no costs associated with the items on the previous pages. Costs for equipment could vary wildly from place to place and it'll be up to you to flesh all of this out for your own campaigns.

OPTIONAL: WEALTH SCORE

A character who belongs to a society may have an established financial presence there. Rather than track every coin, bill, or galactic credit chit, you could try using a *wealth score*. Roll a d20 during character creation to establish your score. This fluctuating number can represent your liquid assets, income, and line of credit, and may be tested by adding it to a CRUX die roll to determine whether you may afford an expense. The GM will determine DVs for different objects or services. If this test is failed *critically*, the transaction may not be made. If failed by a margin of 1-4, the transaction is made, but reduce your *wealth score* by that value. If you meet or exceed the DV, reduce your score by 1. With *critical success*, your score is not adjusted. *Wealth score* can be replenished via a regular income, by acquiring loot, or by any other means.

NPCs

As the GM, you'll be populating the adventures you run with NPCs (non-player characters). These could be bystanders the characters bump into, monsters they battle, allies, villains, et cetera. Each player typically runs one character but you control everyone (and thing) they're likely to meet. The following section details a few common character types and, while far from comprehensive, should give you an idea of how to format an NPC and come up with a few of your own.



A NOTE ON CRUX DICE

The NPC profiles provided here don't include CRUX dice. You can apply whatever die you like. If you want an NPC to be weaker than the players, put it at a die step or two below their average. If you want a challenging opponent, make the die higher. It's your call.

ASTRONAUT

O 8 C 9 E 4 A 6 N 3
BUL 2 VIT 3 PRE 3 APT 4
HP 12 SPD 3

SKILLS: Academics +8, Alertness +6, Domestics +6, Endurance +5, Fieldcraft (Space) +8, Intuition +6, Operation (Shuttle) +8, Study (Astrophysics) +8

TRAITS: Stalwart, Tactician

EQUIPMENT: Enviro-armor, science kit

BEAR

BUL 6 VIT 3 PRE 3 APT -2
HP 16 SPD 9

SKILLS: Alertness +12, Climbing +6, Rushing +5, Weapon (Unarmed) +6

TRAITS: Acute Scent, Hulking, Low-Light Vision, Natural Weapons d6/Cutting

NOTES: The *Acute Scent* trait doubles the bear's *Alertness* skill score (minus the root PRE), giving them a whopping +21 to smell-based *Alertness* tests!

BERSERKER

O 1 C 1 E 1 A 1 N 1
BUL 4 VIT 3 PRE 3 APT 1
HP 14 SPD 7

SKILLS: Acrobatics +5, Endurance +6, Rushing +6, Weapon (Axes) +5, Willpower +6

TRAITS: Frenzy, Resolute

EQUIPMENT: Great axe, hides

DRAGON

O 1 C 8 E 1 A 1 N 10
BUL 12 VIT 6 PRE 6 APT 1
HP 65 SPD 18

SKILLS: Acrobatics +8, Alertness +12, Intuition +4, Stealth +8, Strength +18, Weapon (Unarmed) +10, Willpower +10

TRAITS: Acute Scent, Damage Resistance (Cutting/Piercing/Smashing 5, Heat 20), Flight, Harrier, Hulking, Innate Power (Heat Beam), Low-Light Vision, Natural Weapons d8/Cutting, Resilient, Resolute, Wallop

NOTES: Thanks to the Wallop skill trait, the dragon deals a stupefying d8+17 damage with its unarmed attacks! Also, the Innate Power (Heat Beam) trait is there to represent the dragon's iconic fire breathing.

GANGSTER

O 7 C 7 E 7 A 1 N 7
BUL 3 VIT 3 PRE 3 APT 2
HP 11 SPD 6

SKILLS: Acrobatics +4, Alertness +5, Guile +3, Larceny +4, Stealth +4, Weapon (various) +5, Willpower +5

TRAITS: Harrier, Skirmisher

EQUIPMENT: Factored for three eras:

Primitive: Mace, dagger, leather armor, hooded cloak

Modern: Machinegun, suit, stylish hat

Advanced: Laser pistol, vibra-blade, dura-clothing

GUARD

O 5 C 7 E 4 A 4 N 7
BUL 3 VIT 3 PRE 2 APT 2
HP 10 SPD 6

SKILLS: Acrobatics +5, Alertness +5, Larceny +3, Weapon (various) +5

TRAITS: Sharpshooter, Stalwart

EQUIPMENT: Factored for three eras:

Primitive: Crossbow, spear, leather armor, helmet

Modern: Baton, handgun, ballistic vest

Advanced: Particle rifle, impact armor, impact helmet

ELDRITCH HORROR

BUL 8 VIT 2 PRE 7 APT 7
HP 24 SPD 10

SKILLS: Alertness +12, Intuition +12, Psionics +13, Strength +16, Study (all knowledge known to humanity... and beyond!) +13, Weapon (Unarmed) +6, Willpower +12

TRAITS: Extra Limbs 8, Multi-Wield, Natural Weapons d6/Piercing

POWERS: Clairvoyance, Obfuscation, Phasing, Telekinesis, Telepathy

NOTES: The eldritch horror can use the Multi-Wield skill trait to make up to 10 attacks with the wicked hook-like spurs at the end of its many tendrils, but would reduce its die by 8 steps when making all ten, requiring some considerable advantages to offset that penalty.

HORSE

BUL 7 VIT 3 PRE 1 APT -2
HP 16 SPD 10

SKILLS: Alertness +5, Endurance +6, Fieldcraft (Plains) +6, Rushing +20, Strength +10, Weapon (Unarmed) +4

TRAITS: Natural Weapons d4/Smashing, Swift (Land) +5, Resilient

NOTES: A rider of BUL 5 or greater will encumber the horse (see page 29).

HOUND

BUL 1 VIT 3 PRE 2 APT -2
HP 4 SPD 7

SKILLS: Alertness +9, Leaping +5, Rushing +7, Weapon (Unarmed) +6

TRAITS: Acute Scent, Low-Light Vision, Natural Weapons d4/Cutting

NOTES: The Acute Scent trait doubles the hound's Alertness skill score (minus the root PRE), giving them a big ol' +16 to smell-based Alertness tests!

MERCHANT

O 7 C 7 E 8 A 4 N 4
BUL 2 VIT 1 PRE 3 APT 2
HP 8 SPD 3

SKILLS: Alertness +5, Diplomacy +6, Domestics +3, Guile +4, Intuition +3, Study (Business) +5

TRAITS: Expertise (Study: Business)

SKELETON

BUL 2 VIT 3 PRE 0 APT /
HP 12 SPD 6

SKILLS: Acrobatics +5, Alertness +2, Rushing +5, Strength +4, Weapon (any weapon you feel is appropriate) +6

TRAITS: Damage Resistance (Cutting 2, Piercing 10, all others except Smashing 5) Damage Susceptibility (Smashing) 4, Super-Strength 2, Unliving

SUPERHERO

O 3 C 9 E 7 A 10 N 1
BUL 4 VIT 4 PRE 5 APT 3
HP 44 SPD 18

SKILLS: Acrobatics +7, Alertness +10, Climbing +14, Diplomacy +6, Endurance +17, Intuition +5, Leaping +14, Strength +24, Swimming +14, Willpower +9, Weapon (Unarmed) +8

TRAITS: Damage Resistance (Electricity 5, all others commonly listed 10), Flight, Resilient, Resolute, Super Strength 20

EQUIPMENT: Spandex bodysuit, cape, domino mask

THIEF

O 9 C 4 E 9 A 2 N 8
BUL 2 VIT 4 PRE 4 APT 3
HP 13 SPD 6

SKILLS: Acrobatics +6, Alertness +6, Climbing +6, Guile +5, Larceny +6, Legerdemain +7, Operation (Lockpicking) +6, Stealth +7

TRAITS: Assassin, Footpad

EQUIPMENT: Soft-soled shoes, concealing clothing, lots of pockets, knife or two

TOWNSPERSON

O 5 C 6 E 6 A 5 N 6
BUL 2 VIT 2 PRE 2 APT 2
HP 8 SPD 4

SKILLS: Diplomacy +4, Domestics +4, Study (some trade) +4

TRAITS: Focus (any two)

TROOPER

O 3 C 8 E 6 A 4 N 5
BUL 3 VIT 3 PRE 2 APT 2
HP 10 SPD 6

SKILLS: Acrobatics +5, Alertness +5, Endurance +5, Fieldcraft (various) +4, Weapon (various) +6, Willpower +4

TRAITS: Careful Aim, Sharpshooter

EQUIPMENT: Factored for three eras:

Primitive: Spear, shield, crossbow, helm, chainmail

Modern: Assault rifle, combat knife, combat helmet, ballistic armor

Advanced: Particle rifle, vibra-blade, impact armor, impact helmet

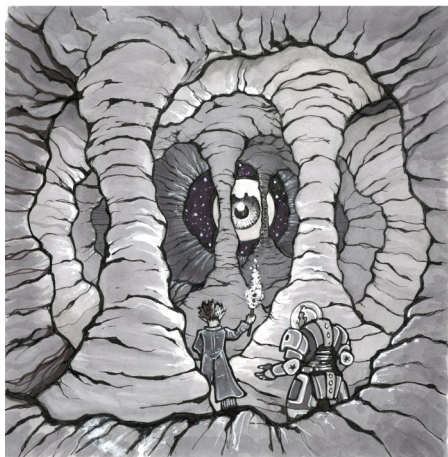
ZOMBIE

BUL 2 VIT 0 PRE 0 APT /
HP 8 SPD 2

SKILLS: Alertness +2, Rushing -2, Strength +8, Weapon (Unarmed) +4

TRAITS: Acute Scent, Damage Resistance (Piercing 10, all others 5), Super-Strength 4, Unliving

NOTES: Mindless beings such as the zombie (and skeleton) are immune to morale.



GM'S TOOLBOX

What does it mean to run a CRUX game? If you're reading this book, it's likely that you've already played other tabletop roleplaying games. If you're familiar with any of them (especially that hoary olde progenitor), then you get the gist of it. But what makes CRUX different from all those others?

The engine behind CRUX has a basis in research of real world physics. We wanted this system to naturally establish realistic boundaries for the abilities of (normal) human characters, while leaving the door open for magic and supernatural powers. For someone playing the game, this means very little. They'll know what their character is capable of and, through experience, will test those limits. For the narrative, actions have consequences, combat is dangerous, and the fantastic is measured against the mundane.

Below are some referential tables for GMs who care to get scientific with their fantasy roleplaying. These are optional and are only here to give you a better idea of the system at work.

LIFT

STRENGTH MOD	KG
-2	10
-1	15
0	20
1	25
2	55
3	90
4	130
5	180
6	240
7	310
8	380
9	460
10	550
11	650
12	760
13	880
14	1,010
15	1,150
16	1,300
17	1460
18	1,630
19	1,810
20	2,000

Add 200 KG for the next step, 400 for the step, 800 for the next, and so on.

LIFTING AND CARRYING

The table above lists the top end weight that a character can carry bases on their *Strength* skill modifier (BUL + *Strength*). If a character wishes to list an object near

this value, have the character test their *Strength* skill against a DV 10. Their lift value is reduced by the margin by which they fail the DV and is increased by the margin they exceed it.

For example, a character with a *Strength* mod of +8 (meaning they have a standard lift of 380 kg) wishes to lift an object that weighs 385 kg. To do this, they will have to get a 15 or higher on their *Strength* skill test.

A character can carry up to 25% of their lift value without penalty. Any more than that and they are *encumbered* (see page 29).

WEIGHT VALUES

A character or object's weight is determined by their BUL score. The opposite chart may be handy for determining what a character is able to lift (see the previous page).

OPTIONAL RULE: COMBAT FATIGUE

For most purposes, having characters test the *Endurance* skill against the effects of fatigue is best handled with an occasional test and maybe a die roll of *Fatigue* type damage if the test fails. This sort of thing is completely up to the GM's discretion, and will usually come up after prolonged travel or similar hardships. If you're the kind of GM that doesn't mind a little tracking, however, adding an endurance component to your battles (or other round-based encounters) will add a dash of realistic consequence.

To track fatigue, you'll need to keep a running tally for every character involved in a conflict. Each character will make an *Endurance* test at the start of their turn. The DV starts at 0 at the beginning of the conflict, and goes up by +1 for each turn in which the character

WEIGHT

BUL	KG	EXAMPLE
-2	11-20	human toddler
-1	21-35	dog
0	36-45	human child
1	46-50	small human
2	51-70	average human
3	71-100	large human
4	101-140	larger human
5	141-200	largest human
6	201--400	bear
7	401-800	horse
8	801-1,600	rhinoceros
9	1,601-3,200	hippopotamus
10	3,201-6,400	elephant
11	6,401-12,800	orca
12	12,801-25,600	apatosaurus
13	25,601-51,200	sperm whale
14	51,201-102,400	blue whale

Double the value for each additional BUL score.

uses two actions, and +1 more for every time they choose to rush. A character can spend a full turn resting (or using non-strenuous actions such as talking to a teammate), reducing the DV by -1. Every time a character fails their test they will suffer d4 *Fatigue* damage.

Because *Fatigue* damage should generally be less potent than, say, a swipe from a sword, you may allow it to be recovered quickly by resting after a conflict but you will need to track it separately when doing so.

CRUX UNIVERSAL ROLEPLAYING

NAME: _____

DETAILS: _____

ANCESTRY: _____

ARCHETYPE: _____

ATTRIBUTES

PERSONALITY

BUL

VIT

PRE

APT

HP

SPD

O

C

E

A

N

SKILLS

SCORE + ATT = MOD

TRAITS

POWERS

EQUIPMENT

CONFLICT NOTES (ATTACKS, DEFENSES, ET CETERA)

MISCELLANEOUS

CURRENT HP

EXP